

SNS-AWFE-USA



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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DO YOU LIKE YOUR WRESTLING RAW?

Do you like your wrestling wild and furious? Are you prepared to experience the most realistic mat action ever? Are you ready for the next generation in professional wrestling excitement?

Then you're ready for **W** RAW™!

All the greatest superstars of the World Wrestling Federation® are right here, from the massive Yokozuna™ and the seven-foot tall Diesel™ to the master of machismo Razor Ramon™ and the legendary Bret "Hit Man" Hart!



You can battle in one-on-one or tag team action, wage war in a wild six-on-one bout, take part in a brutal Royal Rumble®, engage in the four-on-four fury of the Survivor Series®, or set up your own singles or tag team tournament action!

No matter how you play, **W** RAW™ provides the grittiest action ever! Battle in and out of the ring! Unleash spectacular aerial maneuvers! And add a series of incredible MegaMoves to your repertoire!

It's the wildest wrestling action you've ever seen! It's a new generation in pure wrestling excitement! It's all-new, all-action, all-raw! It's **W** RAW™!

BEFORE THE OPENING BELL

LOADING:

1. Make sure the power switch is OFF.
2. Insert the **W** RAW™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a three- or four-player game, plug in a Super Multitap™ (sold separately) at this time as described in its instruction manual.

NOTE: **W** RAW™ SUPPORTS THE SUPER MULTITAP™ ONLY. OTHER MULTI-PLAYER ADAPTERS WILL NOT WORK WITH THIS GAME.

3. Turn the power switch ON. When the **W** RAW™ title screen appears, press the START button.



SO MANY WAYS TO WRESTLE RAW!

With **W** RAW™, you have dozens of ways to play! Up to four players can compete in singles or tag team action, raw endurance matches, Royal Rumble® or Survivor Series® bouts, or tournament play!

W RAW™ senses how many controllers are plugged into your Super Nintendo Entertainment System®. If you wish to add more, do so, then hit reset.

After loading your game cartridge and pressing the START BUTTON, you will see the first of several selection screens. Use the UP and DOWN CONTROL PAD to make your choice on each screen and the B BUTTON to select the option.

- CHOOSE THE NUMBER OF PLAYERS YOU WANT (Choose from one to four players.)

- CHOOSE THE TYPE OF MATCH YOU WANT:

- (a) ONE-ON-ONE (either one-fall, brawl, or tournament format)

- (b) TAG TEAM (either one-fall, brawl, or tournament format)

- (c) SURVIVOR SERIES®

- (d) ROYAL RUMBLE®

- (e) BEDLAM (either one-fall, brawl, or tournament format)

- (f) RAW ENDURANCE MATCH

- CHOOSE THE DIFFICULTY LEVEL AT WHICH YOU WANT TO PLAY (on a 1 to 10 scale, with 10 being the hardest)

- CHOOSE WHETHER YOU WANT TO SELECT YOUR OPPONENTS OR HAVE THE COMPUTER CHOOSE THEM.

- CHOOSE WRESTLERS



Press LEFT and RIGHT on the CONTROL PAD to scroll through all 12 wrestlers. Press any button to select. To see their attributes, press the SELECT BUTTON.

ATTRIBUTES

Just as every wrestler in the World Wrestling Federation® is different, so is every wrestling game. Only **W** RAW™ brings each individual wrestler's true attributes to life, making this the rawest, most realistic wrestling around! RAW™ takes into account the most important aspects of a wrestler's ring abilities, so you can be sure that all the action is as close to real as can be!

While selecting a wrestler, press the SELECT BUTTON to see his or her attributes screen. Each wrestler is rated on Speed, Strength, Stamina and

Weight using a 1 to 10 scale, with 10 being the highest. A wrestler's unique combination of attributes reflects their degree of both mental and physical toughness, affecting their wrestling style and strategies.

SPEED determines how quickly the wrestler can maneuver.

STRENGTH measures a wrestler's overall might. An important indicator of a given grappler's power when punching, kicking or doing power moves.

WEIGHT is a factor which can affect the damage done by landing on an opponent when executing moves such as the elbowdrop or splash. A high weight will also prevent some wrestlers from having certain strength-requiring moves done to them.

STAMINA lets you know how much juice this wrestler has. High stamina means a wrestler will recover energy quickly.

In **W Raw™**, however, attributes are only part of the equation. Once the adrenaline starts flowing and a wrestler gains momentum, he's capable of moves that the numbers say shouldn't be possible. This means, for example, that although a given wrestler may start a match with inferior strength, he will become more able to administer brutal abuse if he has the agility to punish his opponent early and often. To view each wrestler's attributes see the individual profiles on pages 11-22.

RULES FOR WRESTLING RAW!

A ONE-ON-ONE one-fall bout finds two grapplers competing to pin the other's shoulders to the canvas for a three-count by the referee. Before a wrestler can be pinned, though, he or she has to be worn down. Strength meters for each wrestler appear on screen depicting exactly how much strength he or she has left. The lower his or her energy, the better your chances of pinning that opponent. Remember: These are the world's greatest athletes, so that's a job easier said than done! When wrestling outside the ring, all moves are legal. As soon as a wrestler leaves the ring, the referee begins a 10-count. A wrestler will be counted out if he or she fails to return to the ring before the count reaches 10. Wrestlers cannot be pinned outside the ring.



BRAWL matches, whether one-on-one, bedlam or tag team, are vicious matches without a referee. Anything goes, from eye gouges to chokeholds. There are no pins and no disqualifications, only the will to win and the wiles to do so! The match continues until one competitor loses the strength to carry on.

TOURNAMENT play pits one wrestler against all the others in your choice of one-fall or tag team matches. In a tag team tournament, your



duo must triumph over five other teams. The makeup of opposing teams and the order in which you face them is random.

TAG TEAM matches make for plenty of **RAW™** action! In order for one team to win a match, one of the wrestlers on the opposing team must be pinned. When the strength of your wrestler is low, it's time to tag your teammate, who will come in to replace you.

Pressing the **B BUTTON** will tag your "illegal"

tag team member outside the ring, making him legal and allowing him to come in and fight the opposing wrestler. After your tag teammate enters the ring, you have until the ref counts 10 to leave it. The player outside the ring is able to hit or grab an opponent inside the ring. If that wrestler returns to the ring illegally, he or she will be subject to a ten count.

BEDLAM equals a thunderous thumping as you and a chosen teammate try to outwit and outwrestle two opposing wrestlers in a match that only ends when both of the opposing wrestlers have been pinned or counted out. When one wrestler is pinned, he leaves the ring, so for at least some of the match there will be a brutal two-on-one situation! Once a player is counted out or pinned, he or she leaves the ring and is now considered illegal.

SURVIVOR SERIES® matches pit four wrestlers against four other grapplers in a grueling contest of expanded tag team action. All four men on one team must be eliminated in order to become the Survivor Series® champion!

ROYAL RUMBLE® rules are for wrestlers who really like it **RAW™**! The match starts with two competitors in the ring. Wrestlers enter the ring at regular intervals until there are six wrestlers between the ropes! When one wrestler is eliminated from the match by being thrown out of the ring, a new wrestler enters until all 12 men have competed in the bout! If your wrestler is eliminated, you may elect to come in again as the next wrestler by pressing any button when you hear the bell ring. The match continues until only one grappler remains in the ring!

RAW ENDURANCE matches mean mayhem! You can use up to six wrestlers against as many as six determined opponents in a grueling series of one-on-one contests that are waged to a pinfall finish. When one wrestler is pinned, the next member of his team enters immediately, giving the winner no recovery time. The last warrior standing wins! Can you outlast this outrageous onslaught?

PASS is the option to choose if you're really ready to do it **Raw**, when selecting wrestlers for a multi-player match! Selecting Pass when it's time to choose your 2nd through 6th wrestlers forgoes all further choices, giving you the chance to prove your wrestling skill using a smaller team. Thus, using the Pass feature allows you to fight one-on-two, two-on-four, even six-on-one, pitting your brave grapplers against a larger, meaner squad.

BASIC MOVES AND MANEUVERS

Here are the essential basics you need to get started:

To move around the ring, press **UP**, **DOWN**, **LEFT**, or **RIGHT** on the **CONTROL PAD**.

To **RUN** across the ring, press the **Y BUTTON**.

To **PUNCH** your opponent, press the **B BUTTON**.

To **KICK** your opponent, press the **A BUTTON**.

To trap your opponent in a **LOCK UP**, press the **X BUTTON** while close to your opponent. While in a lock up, a meter displaying advantage will appear above your head. Pressing any button repeatedly will increase your advantage and, hence, your ability to execute offensive moves.

STRENGTH METERS



To lock up your opponent in a **SLEEPER HOLD**, walk behind and slightly above your opponent and press the **X BUTTON**.

You can **DROPKICK** your standing opponent by first running at him (press **Y BUTTON**), then pressing the **B BUTTON**. If opponent is running at you, you can dropkick him by pressing the **A BUTTON**.

You can deliver a **FLYING ELBOWDROP** to your fallen opponent by first running at him, then pressing the **B BUTTON**.

If opponent is running at you, pressing the **B BUTTON** will execute a **HIP TOSS** or **BACK BODY DROP** depending on which wrestler you are.

To leave the ring, press the **CONTROL PAD** to move your man into the front or side of the ropes and press the **Y BUTTON**.

[NOTE: In a tag team match, exiting the ring near your partner's corner constitutes a tag and will bring your partner into the action.]



**MOVE AROUND
INSIDE/OUTSIDE RING**



To switch player control with your CPU controlled teammate, press the **LEFT trigger and SELECT BUTTONS** together. When these are pressed, you will immediately control another member of your team and the computer will take control of your man. The ring bell will sound to indicate that the switch has been made.

To **TAG** your teammate, move next to him and press the **B BUTTON**.

To pause the action, press the **START BUTTON**. [NOTE: Pressing the **START BUTTON** again will resume the action. Pressing the **SELECT BUTTON** will cause you to exit the match and return to the main screen.]

When your opponent is lying on the mat and you're standing, you have five options:

- 1) **STOMP** your opponent by pressing the **A BUTTON** while you're in front of your opponent.
- 2) **SPLASH** your opponent by pressing the **B BUTTON** while you're behind your opponent.
- 3) **ELBOWDROP** your opponent by pressing the **B BUTTON** while you're in front of your opponent.
- 4) **KNEEDROP** your opponent by pressing the **A BUTTON** while you're behind your opponent.
- 5) Try to **PIN** your opponent by pressing the **X BUTTON**. To roll off the pin, press the **L or R BUTTON**.

TURNING THE TURNBUCKLE TO YOUR ADVANTAGE

To deliver an elbowdrop from the turnbuckle, first move your man into a corner, then press **UP** on the **CONTROL PAD** to climb to the top turnbuckle. Once you've climbed the turnbuckle, press any button to unleash a flying smash! [NOTE: To climb back down from the turnbuckle, press **DOWN** on the **CONTROL PAD**.]



To throw your opponent into the turnbuckle, win the lock up using the Y BUTTON near the top of the ring. Once they are on the turnbuckle, you can throw a running shoulder into them by pressing the Y BUTTON and running into them. To pummel them mercilessly, climb the turnbuckle and press the B BUTTON to punch repeatedly.

WRESTLE DEFENSIVELY!

Sometimes, the best offense is a good defense:

If you find yourself losing a lock up, press the A BUTTON to try to break your way out of it.

If you're being pinned, press any button to try to kick out.

If stunned, press any button to regain your wits.

If your opponent drops you to the mat with his offensive attack, press UP or DOWN on the CONTROL PAD to roll out of the way.

MORE MOVES

ILLEGAL MOVES

During a brawl, outside the ring, or when the referee is knocked out, anything goes! Eye gouges and chokeholds are routine, as well as smashing chairs and buckets over your opponent's skull. To pick up or put down either the chair or the bucket, press the X BUTTON.

To execute an overhead smash with bucket or chair, press the Y BUTTON.



To do a sideswipe/ jab with bucket or chair, press the A BUTTON.

To ring the bell with your opponent's head, press the Y BUTTON out of a lock up, throwing him into the bell.


To eye gouge your opponent, press the LEFT Trigger.

To grip your opponent in a chokehold, press the RIGHT Trigger.

SPECIAL MOVES

Each wrestler has individual signature moves that they use to stunning effect on their opponents. These are situational specialties that each wrestler has perfected. These are often used as finishing moves, the *coup de grace* they happily administer to their weakened prey. See Wrestler Profiles to learn more about these cruel maneuvers!

MEGAMOVES!

Wrestling action this raw requires a new generation of moves and maneuvers, so  **RAW™** wrestlers have developed an all-new series of unique MegaMoves.

STRATEGIES FOR THE SQUARED CIRCLE

- In tag team, Royal Rumble®, and Survivor Series® bouts, beware of being double-teamed by your opponents—and keep an extra-close eye on your power meter!
- Try mixing up your attack to confuse your opponent! Blend running maneuvers and sure-footed offensive moves! When he thinks you're going to keep it on the ground, go to the air! And when he least expects it, unleash your MegaMove!

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	B	A	X	Y	L	R
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	SUPLEX TO PILEDRIVER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/DOWN	DROPKICK			RUN		
SPECIAL MOVE:	MOONSAULT	AFTER STAGGERING OPPONENT, CLIMB THE ROPES, THEN PRESS RIGHT TRIGGER.				
ATTRIBUTES:	SPEED 10	STRENGTH 4	STAMINA 8	WEIGHT 4		

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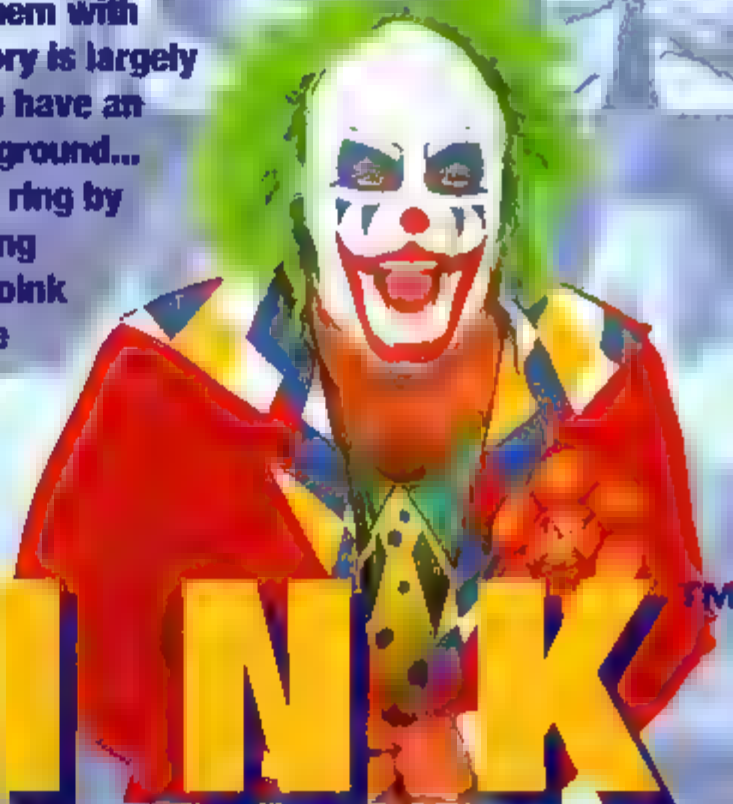
BAM! BAM! BIGELOW

BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	CRUCIFIX	BELLY TO BELLY SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/DOWN	DROPKICK			RUN		
SPECIAL MOVE: HEADBUTT OFF TOP ROPE WHEN OPPONENT IS LYING NEAR UPPER TURNBUCKLES, CLIMB THE ROPES AND PRESS RIGHT TRIGGER.						
ATTRIBUTES: SPEED 6 STRENGTH 6 STAMINA 6 WEIGHT 8						

DIETSEL™

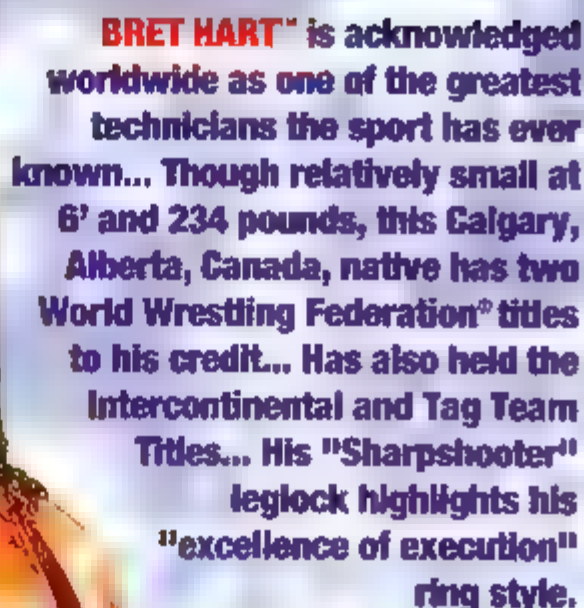
BOTH STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	DDT	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE:	JACKKNIFE	WHEN OPPONENT IS LOW ON ENERGY, LOCK UP AND PRESS THE RIGHT TRIGGER				
ATTRIBUTES:	SPEED 5	STRENGTH 6	STAMINA 6	WEIGHT 9		

DOINK™ may look like a clown, but his opponents know he doesn't fool around inside the ring... The 6', 243-pounder likes to taunt his opponents by soaking them with buckets of water... His history is largely unknown, but he appears to have an accomplished athletic background... Is often accompanied in the ring by Dink, a midget clown wearing similar face paint... When Doink treats his competition to the Whoopee Cushion, it's no laughing matter.



DOINK™

BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE: WHOOPEE CUSHION			WHEN OPPONENT IS LYING NEAR AN UPPER TURNBUCKLE, CLIMB THE ROPES AND PRESS RIGHT TRIGGER.			
ATTRIBUTES: SPEED 8			STRENGTH 5	STAMINA 7	WEIGHT 6	

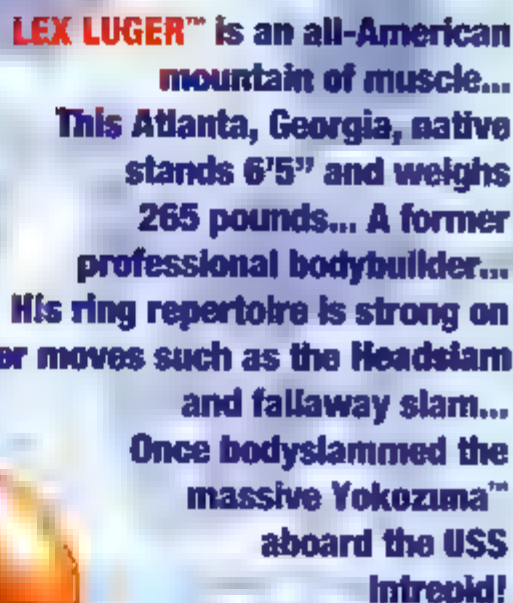


B	A	X	V	L	R	
BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PIN UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	SUPLEX TO PILEDRIWER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE: SHARPSHOOTER WHEN OPPONENT IS LYING ON MAT AND LOW ON ENERGY, WALK TO OPPONENT'S FEET AND PRESS THE RIGHT TRIGGER.						
ATTRIBUTES: SPEED 8 STRENGTH 5 STAMINA 8 WEIGHT 5						

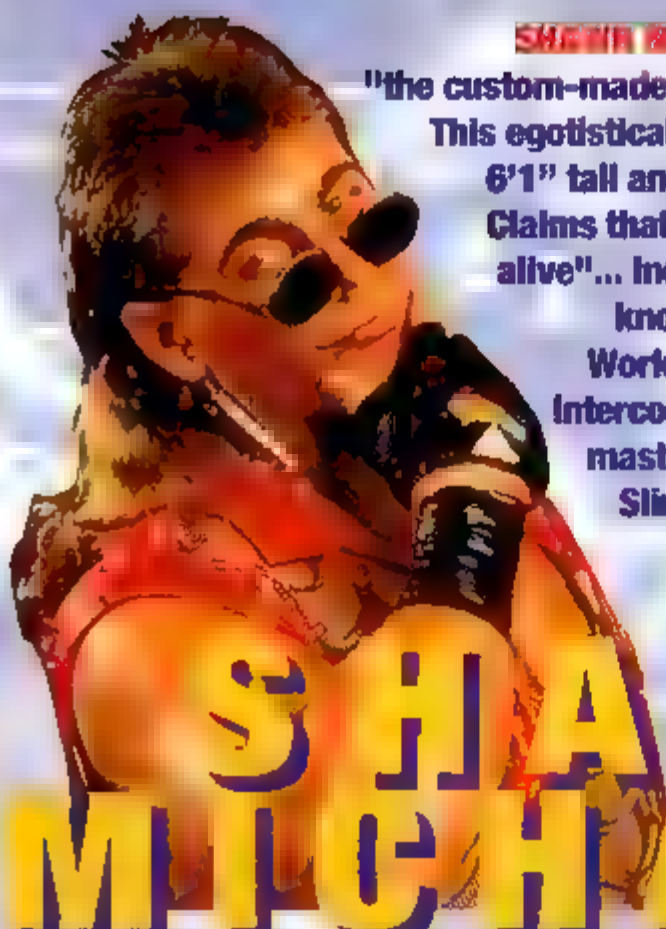
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BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	FALLAWAY SLAM	SUPLEX TO PILEDRIIVER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE: SHARPSHOOTER WHEN OPPONENT IS LYING ON MAT AND LOW ON ENERGY, WALK TO OPPONENT'S FEET AND PRESS THE RIGHT TRIGGER.						
ATTRIBUTES: SPEED 6 STRENGTH 7 STAMINA 6 WEIGHT 7						



BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEADSLAM	FALLAWAY SLAM	SUPLEX TO PILEDRIVER	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE: RUNNING FOREARM OUT OF A LOCK UP, THROW OPPONENT INTO THE FAR ROPES, BOUNCE LEX OFF THE NEAR ROPES, THEN PRESS THE RIGHT TRIGGER						
ATTRIBUTES: SPEED 7 STRENGTH 7 STAMINA 7 WEIGHT 5						



SHAWN MICHAELS™ calls himself

"the custom-made wrestler of the '90s"...

This egotistical mat technician stands

6'1" tall and weighs 234 pounds...

Claims that he is "the sexiest man alive"... Incredibly fast, agile, and

knowledgeable... A former

World Wrestling Federation®

Intercontinental Champion... A

master of suplexes, his own

Slingshot Suplex is rightly

respected by all save

the foolhardy.

SHAWN MICHAELS™

BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOGGLE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	FALLAWAY SLAM	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE: SLINGSHOT SUPLEX		AFTER STAGGERING OPPONENT, MOVE BEHIND OPPONENT THEN PULL THEM INTO SUPLEX				
ATTRIBUTES:		SPEED 5	STRENGTH 8	STAMINA 6	WEIGHT 7	



THE UNDERTAKER™ is as mysterious as he is dangerous... This bizarre individual, who hails from Death Valley, stands 6'10 1/2" and weighs 328 pounds... Is managed by the equally macabre Paul Bearer... The urn carried by Paul Bearer seems to hold some mysterious power over Undertaker... His finishing maneuver is appropriately known as the Tombstone piledriver.

THE UNDERTAKER™

B A S I C M O V E S						
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	CRUCIFIX	DELAYED SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/SPLASH	STOMP/KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/DOWN	DROPKICK			RUN		
SPECIAL MOVE: TOMBSTONE PILEDRIVER WHEN OPPONENT IS LOW ON ENERGY, LOCK UP AND PRESS THE RIGHT TRIGGER.						
ATTRIBUTES: SPEED 3 STRENGTH 7 STAMINA 9 WEIGHT 7						

You know the names, you know the moves –

YOKOZUNA™ is one of the most massive competitors in the World Wrestling Federation®... He stands 6'4" and weighs in at an incredible 568 pounds... A native Polynesian, this enormous grappler traveled to Japan, where he received extensive training in sumo wrestling... A two-time World Wrestling Federation® champion... Beware his Banzai Drop!... Managed by Mr. Fuji.



YOKOZUNA™

BOTH WRESTLERS STANDING	PUNCH/ TAG TEAMMATE	KICK	LOCK UP/PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	DOT	BELLY TO BELLY SUPLEX	THROW INTO ROPES OR INTO/OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK			RUN		
SPECIAL MOVE: BANZAI DROP WHEN OPPONENT IS LYING NEAR AN UPPER TURNBUCKLE, CLIMB THE ROPES WHILE PRESSING THE RIGHT TRIGGER.						
ATTRIBUTES: SPEED 4 STRENGTH 6 STAMINA 6 WEIGHT 10						

what are you waiting for?! GET RAW!

SPECIAL MOVES

WRESTLER	MOVE
1-2-3 KID™	MOONSAULT
BAM BAM BIGELOW™	FLYING HEADBUTT OFF TOP ROPE
DIESEL™	JACKKNIFE
DOINK™	WHOOPEE CUSHION
BRET HART™	SHARPSHOOTER
OWEN HART™	SHARPSHOOTER
LEX LUGER™	RUNNING FOREARM
LUNA VACHON™	LUNA ECLIPSE
SHAWN MICHAELS™	SLINGSHOT SUPLEX
RAZOR RAMON™	RAZOR'S EDGE
THE UNDERTAKER™	TOMBSTONE PILED RIVER
YOKOZUNA™	BANZAI DROP

A collage of professional wrestlers in various poses, some in the foreground and others in the background, creating a dynamic and thematic backdrop for the page.

SITUATION

After staggering opponent, climb the ropes, then press the RIGHT Trigger.

When opponent is lying near upper turnbuckles, climb the ropes and press the RIGHT Trigger.

When opponent is low on energy, lock up and press the RIGHT Trigger.

When opponent is lying near an upper turnbuckle, climb the ropes and press the RIGHT Trigger.

When opponent is lying on mat and low on energy, walk to opponent's feet and press the RIGHT Trigger.

When opponent is lying on mat and low on energy, walk to opponent's feet and press the RIGHT Trigger.

Out of a lock up, throw opponent into the far ropes. Bounce Lex off the near ropes, then press the RIGHT Trigger.

When opponent is lying near an upper turnbuckle, climb the ropes while pressing the RIGHT Trigger.

After staggering opponent, move behind opponent, then press the RIGHT Trigger.

When opponent is low on energy, lock up and press the RIGHT Trigger.

When opponent is low on energy, lock up and press the RIGHT Trigger.

When opponent is lying near an upper turnbuckle, climb the ropes while pressing the RIGHT Trigger.

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